EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	("use case" and ("requirement near specification" FRS)).clm. and ((model UML) same (chang$3 amend$5 improv$6 modif$3 adjust$4 alter$3 updat$4 increment$5)) and (software near9 (family system design developm$4 project))	US-PGPUB	OR	OFF	2006/09/08 11:38
L2	0	("use case" and ("requirement near specification" FRS)).clm. and "717"/$	US-PGPUB	OR	OFF	2006/09/08 11:38
L3	34	(((model UML) same (chang$3 amend$5 improv$6 modif$3 adjust$4 alter$3 updat$4 increment$5)) and (software near9 (family system design developm$4 project))).clm. and "717"/$	US-PGPUB	OR	OFF	2006/09/08 11:39
L4	0	3 and (FRS (requirement near2 specification)).clm.	US-PGPUB	OR	OFF	2006/09/08 11:39
L5	1	3 and (FRS (requirement near2 specification))	US-PGPUB	OR	OFF	2006/09/08 11:39
S61	0	((concurrent simultaneous$3) near7 (modif$6 update change)) same ((FRS "requirement specification") and ("use case" model))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/08 09:04
S62	1	((concurrent simultaneous$3) near7 (modif$6 update change)) and ((FRS "requirement specification") same ("use case" model))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/09/08 09:05

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1 The FINITE STRING Newsletter: Abstracts of current literature
Computational Linguistics Staff
January 1987 **Computational Linguistics**, Volume 13 Issue 1-2
Publisher: MIT Press
Full text available: pdf(6.15 MB) Additional Information: full citation
Publisher Site

2 Facial modeling and animation
Jörg Haber, Demetri Terzopoulos
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

3 Caches, registers and load balancing: Deterministic load balancing and dictionaries in the parallel disk model
Mette Berger, Esben Rune Hansen, Rasmus Pagh, Mihai P□traşcu, Milan Ružić, Peter Tiedemann
July 2006 **Proceedings of the eighteenth annual ACM symposium on Parallelism in algorithms and architectures SPAA '06**
Publisher: ACM Press
Full text available: pdf(208.11 KB) Additional Information: full citation, abstract, references, index terms

We consider deterministic dictionaries in the parallel disk model, motivated by applications such as file systems. Our main results show that if the number of disks is moderately large (at least logarithmic in the size of the universe from which keys come), performance similar to the expected performance of randomized dictionaries can be achieved. Thus, we may avoid randomization by extending parallelism. We give several algorithms with different performance tradeoffs. One of our main tools is a ...

Keywords: deterministic, dictionary, expander graph, hashing, parallel disk model

4 Essential use cases and responsibility in object-oriented development

Robert Biddle, James Noble, Ewan Tempero

January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4 ACSC '02**, Volume 24 Issue 1

Publisher: Australian Computer Society, Inc., IEEE Computer Society Press

Full text available: pdf(1.28 MB) Additional Information: full citation, abstract, references, citings, index terms

Essential use cases are abstract, lightweight, technology-free dialogues of user intention and system responsibility that effectively capture requirements for user interface design. We describe how essential use cases can also drive object-oriented development directly, without any intervening translation, and allowing user interface development and object-oriented development to proceed in parallel. Working with essential use cases yields some unexpected further benefits: the crucial common voc ...

Keywords: object-oriented analysis, object-oriented design, traceability, use cases

5 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

6 Software engineering: applications, practices and tools (SE): Use case-driven component specification: a medical applications perspective to product line development

M. Brian Blake, Kevin Cleary, Sohan R. Ranjan, Luis Ibanez, Kevin Gary

March 2005 **Proceedings of the 2005 ACM symposium on Applied computing SAC '05**

Publisher: ACM Press

Full text available: pdf(203.10 KB) Additional Information: full citation, abstract, references, index terms

Modular and flexible software components can be useful for reuse across a class of domain-specific applications or product lines. By varying the composition of components suited to a particular product line, an assortment of applications can be developed to support differing operational needs. A top-down approach to the design components for a specific application may be effective, however a more evolutionary approach is needed to support the specification of components suited for a class of app ...

Keywords: component specifications, generation of component-based systems, medical domain, software lifecycle

7 I/O reference behavior of production database workloads and the TPC benchmarks—an analysis at the logical level

Windsor W. Hsu, Alan Jay Smith, Honesty C. Young
March 2001 **ACM Transactions on Database Systems (TODS)**, Volume 26 Issue 1
Publisher: ACM Press

Full text available: pdf(5.42 MB) Additional Information: full citation, abstract, references, citings, index terms

As improvements in processor performance continue to far outpace improvements in storage performance, I/O is increasingly the bottleneck in computer systems, especially in large database systems that manage huge amoungs of data. The key to achieving good I/O performance is to thoroughly understand its characteristics. In this article we present a comprehensive analysis of the logical I/O reference behavior of the peak productiondatabase workloads from ten of the world's largest corporatio ...

Keywords: I/O, TPC benchmarks, caching, locality, prefetching, production database workloads, reference behavior, sequentiality, workload characterization

8 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

9 Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

10 Multi-prover interactive proofs: how to remove intractability

Michael Ben-Or, Shafi Goldwasser, Joe Kilian, Avi Widgerson
January 1988 **Proceedings of the twentieth annual ACM symposium on Theory of computing**
Publisher: ACM Press

Full text available: pdf(1.90 MB) Additional Information: full citation, abstract, references, citings, index terms

Quite complex cryptographic machinery has been developed based on the assumption that one-way functions exist, yet we know of only a few possible such candidates. It is important at this time to find alternative foundations to the design of secure cryptography. We introduce a new model of generalized interactive proofs as a step in this direction. We prove that all NP languages have perfect zero-knowledge proof-systems in this model, without making any intractability assumptions.

11 Communication patterns and models in prism: a spectral element-Fourier parallel

Navier-Stokes solver
Constantinos Evangelinos, George Em Karniadakis
November 1996 **Proceedings of the 1996 ACM/IEEE conference on Supercomputing (CDROM) Supercomputing '96**
Publisher: IEEE Computer Society
Full text available: pdf(613.78 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we analyze communication patterns in the parallel three-dimensional Navier-Stokes solver Prism, and present performance results on the IBM SP2, the Cray T3D and the SGI Power Challenge XL. Prism is used for direct numerical simulation of turbulence in non-separable and multiply-connected domains. The numerical method used in the solver is based on mixed spectral element-Fourier expansions in (x-y) planes and z-direction, respectively. Each (or a group) of Fourier modes is comp ...

12 Optimal partitioning and balanced scheduling with the maximal overlap of data footprints
Zhong Wang, Edwin H.-M. Sha, Yuke Wang
March 2001 **Proceedings of the 11th Great Lakes symposium on VLSI**
Publisher: ACM Press
Full text available: pdf(108.93 KB) Additional Information: full citation, references, index terms

13 A machine-checked model for a Java-like language, virtual machine, and compiler
Gerwin Klein, Tobias Nipkow
July 2006 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 28 Issue 4
Publisher: ACM Press
Full text available: pdf(2.68 MB) Additional Information: full citation, abstract, references, index terms

We introduce Jinja, a Java-like programming language with a formal semantics designed to exhibit core features of the Java language architecture. Jinja is a compromise between the realism of the language and the tractability and clarity of its formal semantics. The following aspects are formalised: a big and a small step operational semantics for Jinja and a proof of their equivalence, a type system and a definite initialisation analysis, a type safety proof of the small step semantics, a virtua ...

Keywords: Java, operational semantics, theorem proving

14 Seeing, hearing, and touching: putting it all together
Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.64 MB) Additional Information: full citation

15 GPGPU: general purpose computation on graphics hardware
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

16 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

17 High speed networking security: design and implementation of two new DDP-based ciphers

N. Sklavos, N. A. Moldovyan, O. Koufopavlou
February 2005 **Mobile Networks and Applications**, Volume 10 Issue 1-2
Publisher: Kluwer Academic Publishers
Full text available: pdf(643.16 KB) Additional Information: full citation, abstract, references, index terms

Using Data-Dependent (DD) Permutations (DDP) as main cryptographic primitive two new ciphers are presented: ten-round Cobra-H64, and twelve-round Cobra-H128. The designed ciphers operate efficiently with different plaintext lengths, 64 and 128-bit, for Cobra-H64 and Cobra-H128, respectively. Both of them use very simple key scheduling that defines high performance, especially in the case of frequent key refreshing. A novel feature of Cobra-H64 and Cobra-H128 is the use of the Switchable Operatio ...

Keywords: Cobra-H128, Cobra-H64, data-dependent permutations, encryption, networking security

18 Comparative study of monolingual and multilingual search models for use with asian languages

Jacques Savoy
June 2005 **ACM Transactions on Asian Language Information Processing (TALIP)**, Volume 4 Issue 2
Publisher: ACM Press
Full text available: pdf(292.50 KB) Additional Information: full citation, abstract, references, index terms

Based on the NTCIR-4 test-collection, our first objective is to present an overview of the retrieval effectiveness of nine vector-space and two probabilistic models that perform monolingual searches in the Chinese, Japanese, Korean, and English languages. Our second goal is to analyze the relative merits of the various automated and freely available toolsto translate the English-language topics into Chinese, Japanese, or Korean, and then submit the resultant query in order to retrieve pertinent ...

Keywords: Chinese language, Japanese language, Korean language, Multilingual information retrieval, cross-language information retrieval, natural language processing with Asian languages, results-merging, search engines with Asian languages

19 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.17 MB) Additional Information: full citation, abstract

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

20 A least cost partition algorithm

Thomas J. Marlowe

November 1986 **Proceedings of 1986 ACM Fall joint computer conference**

Publisher: IEEE Computer Society Press

Full text available: pdf(1.08 MB) Additional Information: full citation, references, index terms

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1 Frontmatter (TOC, Letters, Philosophy of computer science, Interviewers needed, Taking software requirements creation from folklore to analysis, SW components and product lines: from business to systems and technology, Software engineering survey)

September 2005 **ACM SIGSOFT Software Engineering Notes**, Volume 30 Issue 5

Publisher: ACM Press

Full text available: pdf(1.98 MB) Additional Information: full citation, index terms

2 Research papers: development with UML: Traffic-aware stress testing of distributed systems based on UML models

Vahid Garousi, Lionel C. Briand, Yvan Labiche

May 2006 **Proceeding of the 28th international conference on Software engineering ICSE '06**

Publisher: ACM Press

Full text available: pdf(251.92 KB) Additional Information: full citation, abstract, references, index terms

A stress test methodology aimed at increasing chances of discovering faults related to network traffic in distributed systems is presented. The technique uses the UML 2.0 model of the distributed system under test, augmented with timing information, and is based on an analysis of the control flow in sequence diagrams. It yields stress test requirements that are made of specific control flow paths along with time values indicating when to trigger them. Different variants of our stress testing tec ...

Keywords: UML, distributed systems, model-based testing, network traffic, stress testing

3 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

4

Evaluation and metrics: Reusable aspect-oriented implementations of concurrency patterns and mechanisms

Carlos A. Cunha, João L. Sobral, Miguel P. Monteiro

March 2006 **Proceedings of the 5th international conference on Aspect-oriented software development AOSD '06**

Publisher: ACM Press

Full text available: pdf(292.42 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we present a collection of well-known high-level concurrency patterns and mechanisms, coded in AspectJ. We discuss benefits of these implementations relative to plain Java implementations of the same concerns. We detect benefits from using AspectJ in all the cases presented, in the form of higher modularity, reuse, understandability and unpluggability. For most of the implementations, two alternatives can be used: one based on traditional pointcut interfaces and one based on annot ...

Keywords: aspect-oriented programming, concurrency mechanisms and patterns, object-oriented concurrent programming

5 Unifying planning and control using an OODA-based architecture

Tim Grant

July 2005 **Proceedings of the 2005 annual research conference of the South African institute of computer scientists and information technologists on IT research in developing countries SAICSIT '05**

Publisher: South African Institute for Computer Scientists and Information Technologists

Full text available: pdf(185.17 KB) Additional Information: full citation, abstract, references, index terms

Planning and real-time control are closely related, but separate research fields. An architecture that unifies planning and control, together with related processes, is needed for autonomous systems, for military command and control (C2), for agile manufacturing, and for many other domains. This paper proposes an operational-view architecture that unifies planning and control based on Boyd's Observe-Orient-Decide-Act (OODA) process model [Boyd, 1996]. The shortcomings of OODA are identified by c ...

Keywords: Observe-Orient-Decide-Act (OODA), Structured Analysis & Design Technique (SADT), dynamic risk management, real-time, sense-making

6 Advances in Model-Based Testing (A-MOST 2005): Environment behavior models for scenario generation and testing automation

Mikhail Auguston, James Bret Michael, Man-Tak Shing

May 2005 **ACM SIGSOFT Software Engineering Notes , Proceedings of the first international workshop on Advances in model-based testing A-MOST '05**, Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(137.95 KB) Additional Information: full citation, abstract, references, index terms

This paper suggests an approach to automatic scenario generation from environment models for testing of real-time reactive systems. The behavior of the system is defined as a set of events (event trace) with two basic relations: precedence and inclusion. The attributed event grammar (AEG) specifies possible event traces and provides a uniform approach for automatically generating, executing, and analyzing test cases. The environment model includes a description of hazardous states in which the s ...

Keywords: model-based testing, reactive and real time system testing, testing automation

7 A survey of structured and object-oriented software specification methods and techniques

Roel Wieringa
December 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 4
Publisher: ACM Press

Full text available: pdf(605.26 KB) Additional Information: full citation, abstract, references, citings, index terms, review

This article surveys techniques used in structured and object-oriented software specification methods. The techniques are classified as techniques for the specification of external interaction and internal decomposition. The external specification techniques are further subdivided into techniques for the specification of functions, behavior, and communication. After surveying the techniques, we summarize the way they are used in structured and object-oriented methods and indicate ways in w ...

Keywords: languages

8 Modelling: Specifying and implementing the operational use of constraints in object-oriented applications

Bart Verheecke, Ragnhild Van Der Straeten
February 2002 **Proceedings of the Fortieth International Conference on Tools Pacific: Objects for internet, mobile and embedded applications CRPIT '02**
Publisher: Australian Computer Society, Inc.
Full text available: pdf(991.72 KB) Additional Information: full citation, abstract, references, index terms

The design of software applications largely amounts to capturing constraints, representing the domain under study. Current case-tools do not provide an unambiguous way to represent constraints and ignore most of the constraints when moving to code. In this article constraints are expressed in the Object Constraint Language (OCL) on class diagrams of the Unified Modelling Language (UML). We present a framework assisting the developer in making the transition from constraints on detailed design le ...

Keywords: UML/OCL tool support, automatic code generation, constraint, constraint checking, object constraint language, object-oriented programming

9 From UML models to software performance results: an SPE process based on XML interchange formats

Connie U. Smith, Catalina M. Lladó, Vittorio Cortellessa, Antinisca Di Marco, Lloyd G. Williams
July 2005 **Proceedings of the 5th international workshop on Software and performance WOSP '05**
Publisher: ACM Press
Full text available: pdf(356.26 KB) Additional Information: full citation, abstract, references, index terms

The SPE process uses multiple performance assessment tools depending on the state of the software and the amount of performance data available. This paper describes two XML based interchange formats that facilitate using a variety of performance tools in a plug-and-play manner thus enabling the use of the tool best suited to the analysis. The Software Performance Model Interchange Format (S-PMIF) is a common representation that is used to exchange information between (UML-based) software design ...

Keywords: SPE process, UML, XML, automated model building, interchange format, methods and tools, performance model, software performance engineering, tool interoperability

10 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **Working Group reports of the 3rd annual SIGCSE/SIGCUE ITiCSE conference on Integrating technology into computer science education**

Publisher: ACM Press

Full text available: pdf(107.98 KB) Additional Information: full citation, references, citings, index terms

11 Teaching patterns and software design

Ian Warren

January 2005 **Proceedings of the 7th Australasian conference on Computing education - Volume 42 ACE '05**

Publisher: Australian Computer Society, Inc.

Full text available: pdf(242.74 KB) Additional Information: full citation, abstract, references, index terms

In this paper we describe our experiences with reengineering an undergraduate course in software design. The course's learning outcomes require that students can model, design and implement software. These are inherently practical skills and rely on *functioning* knowledge. To facilitate a learning environment in which students can acquire the necessary deep level of understanding, we have designed the course by applying the educational theory of *constructive alignment* and a number o ...

Keywords: JUnit, UML, active and peer learning, constructive alignment, design patterns, formative and holistic assessment

12 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

October 1998 **ACM SIGCUE Outlook**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(2.23 MB) Additional Information: full citation, abstract, references, index terms

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

13 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 **ACM SIGCSE Bulletin**, Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(2.29 MB) Additional Information: full citation, abstract, citings, index terms

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for

example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

14 UML-based multiprocessor SoC design framework

Tero Kangas, Petri Kukkala, Heikki Orsila, Erno Salminen, Marko Hännikäinen, Timo D. Hämäläinen, Jouni Riihimäki, Kimmo Kuusilinna

May 2006 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 5 Issue 2

Publisher: ACM Press

Full text available: pdf(3.37 MB) Additional Information: full citation, abstract, references, index terms

This paper describes a complete design flow for multiprocessor systems-on-chips (SoCs) covering the design phases from system-level modeling to FPGA prototyping. The design of complex heterogeneous systems is enabled by raising the abstraction level and providing several system-level design automation tools. The system is modeled in a UML design environment following a new UML profile that specifies the practices for orthogonal application and architecture modeling. The design flow tools are gov ...

Keywords: UML 2.0, architecture exploration, design flow

15 Extending performance approaches to new application domains: Performance aware software development (PASD) using resource demand budgets

Khalid H. Siddiqui, C. M. Woodside

July 2002 **Proceedings of the 3rd international workshop on Software and performance WOSP '02**

Publisher: ACM Press

Full text available: pdf(137.49 KB) Additional Information: full citation, abstract, references, citings

Performance Aware Software Development (PASD) as described here combines a software specification, a model, and resource demand budgets. The budgets are planning figures created by the designers and managers, from the requirements and their experience. The key elements of this approach are the *planning of budgets* for the resource demands of each of the parts and operations of the system, and a *validation check* (using the model) for the required performance. The paper starts from a ...

Keywords: performance budgets, performance prediction, performance requirements, scenario specification, software performance engineering

16 Impact of software engineering research on the practice of software configuration management

Jacky Estublier, David Leblang, André van der Hoek, Reidar Conradi, Geoffrey Clemm, Walter Tichy, Darcy Wiborg-Weber

October 2005 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 14 Issue 4

Publisher: ACM Press

Full text available: pdf(350.59 KB) Additional Information: full citation, abstract, references, index terms

Software Configuration Management (SCM) is an important discipline in professional software development and maintenance. The importance of SCM has increased as programs have become larger, more long lasting, and more mission and life critical. This article discusses the evolution of SCM technology from the early days of software development to the present, with a particular emphasis on the impact that university and industrial research has had along the way. Based on an analysis of the publicati ...

Keywords: Versioning, data model, process support, research impact, software

configuration management, software engineering, workspace management

17 Attribute grammar paradigms—a high-level methodology in language implementation

Jukka Paakki

June 1995 **ACM Computing Surveys (CSUR)**, Volume 27 Issue 2

Publisher: ACM Press

Full text available: pdf(5.15 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Attribute grammars are a formalism for specifying programming languages. They have been applied to a great number of systems automatically producing language implementations from their specifications. The systems and their specification languages can be evaluated and classified according to their level of application support, linguistic characteristics, and degree of automation.A survey of attribute grammar-based specification languages is given. The modern advanced specification ...

Keywords: attribute grammars, blocks, classes, compiler writing systems, functional dependencies, incomplete data, incrementality, inheritance, language processing, language processor generators, lazy evaluation, logical variables, objects, parallelism, processes, programming paradigms, semantic functions, symbol tables, unification

18 Performance modeling and analysis: From UML sequence diagrams and statecharts to analysable petri net models

Simona Bernardi, Susanna Donatelli, José Merseguer

July 2002 **Proceedings of the 3rd international workshop on Software and performance WOSP '02**

Publisher: ACM Press

Full text available: pdf(246.31 KB) Additional Information: full citation, abstract, references, citings

In this paper we study the use of Sequence Diagrams and Statecharts of the Unified Modeling Language (UML) for the validation and the performance evaluation of systems. We assume that the system is specified as a set of Statecharts and that Sequence Diagrams are used to represent "executions of interest". UML lacks a formal semantics and hence it is not possible to apply, directly, mathematical techniques on UML models for system validation. To reach this goal we propose an automatic translation ...

Keywords: GSPN, UML, compositionality, modeling

19 Performance analysis in the software lifecycle: Analysing software requirements specifications for performance

Dorin Petriu, Murray Woodside

July 2002 **Proceedings of the 3rd international workshop on Software and performance WOSP '02**

Publisher: ACM Press

Full text available: pdf(213.05 KB) Additional Information: full citation, abstract, references, citings

The earliest moment when performance issues can be addressed is the initial specification of a software system, during the formulation of the architecture, and well before the design stage. A common form of specification at this stage is a set of scenarios to be executed by the system, which embody the Use Cases, and identify the sequence of responsibilities to be carried out in different kinds of responses. On the basis that earlier analysis is better, a performance modeling capability has been ...

Keywords: completion, nonfunctional requirements, performance, specifications, use case

maps

20 Modeling software architectures in the Unified Modeling Language



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January 2002 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 11 Issue 1
Publisher: ACM Press

Full text available: pdf(779.54 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The Unified Modeling Language (UML) is a family of design notations that is rapidly becoming a de facto standard software design language. UML provides a variety of useful capabilities to the software designer, including multiple, interrelated design views, a semiformal semantics expressed as a UML meta model, and an associated language for expressing formal logic constraints on design elements. The primary goal of this work is an assessment of UML's expressive power for modeling software archit ...

Keywords: C2, Object Constraint Language, Rapide, Unified Modeling Language, Wright, formal modeling, object-oriented design, software architecture

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